## COURSE TITLE
MET6233 – Multimedia Development 2
Summer 2009 – [http://my.ltu.edu](http://my.ltu.edu) and select CRN 5361

## INSTRUCTOR
Mr. Brian D. Williams  
Adjunct Professor, College of Arts and Sciences  
Master of Educational Technology Program  
Office: Science Building, Room 110  
Course Web Site: [http://www.ltumet.com/6233](http://www.ltumet.com/6233)  
Primary E-mail: brwilliams@ltu.edu  
Secondary E-mail: ltu@bdwilliams.com  
Cell: 313-330-0277  
Office hours by appointment

## SCHEDULE
Optional on-ground orientation: Date and Time TBA  
On-line modules and exam period (College of Arts and Sciences schedule):  
May 12, 2009 – July 14, 2009  
See [http://www.ltu.edu/registrars_office/calendar_final_exam.index.asp](http://www.ltu.edu/registrars_office/calendar_final_exam.index.asp) for LTU academic calendar information.

## LEVEL / HOURS
Masters Degree / 3 semester credit hours  
Admission / MET6223 (Multimedia Development 1)

## PREREQUISITE
Admission / MET6223 (Multimedia Development 1)

## REQUIRED TEXT
Calleen Coorough, James Shuman  
Course Technology, Publish date: April 14, 2005

## OPTIONAL TEXTS
Foundation Flash CS4 for Designers  
Tom Green, David Stiller  
friends of ED, Publish date: November 17, 2008  
Adobe Flash CS4 Professional How-Tos: 100 Essential Techniques (1st Edition)  
Mark Schaeffer  
Adobe Press, Publish date: December 6, 2008
## REQUIRED HARDWARE AND SOFTWARE

(See Blackboard for additional resources)

- **PC** with Audio and Video Support and Broadband Internet (DSL or Cable)
- **Headphones** with **microphone** (USB recommended)
  - Video camera or video-enabled device (cell phone, digital camera, Webcam)
- **Microsoft Office 2003/2007** (Word and PowerPoint)
- **Adobe Creative Suite 4 Web Standard Edition** (Educational Version)
  - Adobe Flash CS4 (Animation)
  - Adobe Fireworks CS4 (Graphics)
  - Adobe Dreamweaver CS4 (Web Development)
- **Audacity** (Sound) – audacity.sourceforge.net (open source)
- **Windows Movie Maker** – microsoft.com (Windows XP SP2/Vista)

See [http://www.ltu.edu/ltuonline/software.asp](http://www.ltu.edu/ltuonline/software.asp) for the list of LTU Online hardware and software recommendations

### IMPORTANT NOTE:

This course includes two learning tracks – The **Flash** track and the **Tutorial** track.

### FLASH TRACK:

If you select the Flash track, you will be required to have a full copy of the Adobe Creative Suite (Studio 8, CS3 or CS4) on your primary PC. Because these applications will be used throughout the entire semester, 30-day trial versions cannot be used. If you do not have the software, the educational version can be purchased from:

- **Campus eStore.com** - [http://www.journeyed.com/](http://www.journeyed.com/)
- **Adobe Creative Studio 4: Web Premium Student Edition**
  - Item# 44071033 - $349

If you already have a copy of Macromedia Studio 8 or Creative Suite 3, this version can be used in place of CS4. The course materials were written for Flash CS3, so there might be slight differences in that will not be documented in the materials.

### TUTORIAL TRACK:

If you select the Tutorial track, you will be using 30-day trial versions of various development applications:
- Adobe Flash CS4
- Adobe Captivate 3
- TechSmith Camtasia

It will be important that you do not install these applications prior to the start of the assigned module to prevent the software from expiring early. If you choose to purchase the software, the educational version can be purchased from:

- **Campus eStore.com** - [http://www.journeyed.com/](http://www.journeyed.com/)
- **Adobe Captivate 3**
  - Item# 11851033 - $239
- **TechSmith Camtasia Studio 6 & Snagit 9 Bundle**
  - Item# 90919852 - $199

## OPTIONAL HARDWARE

- Digital Camera
- Flatbed Scanner

## ADDENDA

- LTU Online student resources [http://www.ltu.edu/ltuonline/currentonline.asp](http://www.ltu.edu/ltuonline/currentonline.asp)
- Course-specific information is provided in the "Course Information" area

## TECHNICAL SUPPORT

Technical support for using Blackboard is provided by the LTU Help Desk, 248-204-2330 or vitrc@ltu.edu
Educational Goals

This course focuses on teaching K-12 educators how to design and develop interactive courseware and Web 2.0 resources for use in K-12 classrooms. This course allows students to select one of two learning tracks:

The FLASH Track
The emphasis of this track will be on effectively using the Adobe Creative Suite 4 to develop highly interactive courseware for K-12 students. Students will learn about e-learning design and development within the context of educationally relevant projects. The final project will be designed and developed by the student. This track is recommended for students who want to learn advanced multimedia development using Flash and ActionScript. Some knowledge of scripting is recommended.

The TUTORIAL Track
The emphasis of this track will be on providing a higher-level introduction to interactive courseware development, tutorial development and Web 2.0 technologies. Students will learn about e-learning design and development within the context of educationally relevant projects. This track is recommended for students who want to learn how to create interactive tutorials and presentations using Adobe Flash and screen capture software (Captivate and Camtasia).

By the end of this course, students will be able to develop and deliver educational multimedia projects and apply best-practices for using multimedia to teach and learn. The emphasis will be on effectively using commercial and open source applications to develop stand-alone multimedia and hypermedia learning materials.

Finally, this course will focus on how teachers can best teach multimedia development skills to students, including ideas for grade appropriate student projects.

A brief video overview of this course is available at http://www.ltuvitrc.com/ltuonline/MET6233/williams01.ram
Objectives

Learners will be able to:

- Discuss current issues and trends concerning multimedia development and application in the K-12 sector
- Effectively use Microsoft Applications – Word, PowerPoint and Movie Maker
- Effectively use Adobe Creative Suite 4 applications – Flash and Fireworks
- Publish Flash content for the Web
- Effectively use open source applications – Audacity and FileZilla
- Create multimedia planning documents – flowcharts, wireframes and storyboards
- Acquire multimedia content from a variety of sources – digital cameras, camcorders, scanners, CD-ROM, Web sites, audio recorders, etc.
- Record, edit and optimize audio files
- Acquire, edit and optimize video files
- Create animations using Adobe Flash
- Create Flash-based learning interactions
- Add sound to a Flash project and adjust sound properties (Flash Track)
- Create Flash Video (FLV) files and prepare video for display on the Web and in Flash-based projects (Flash Track)
- Effectively use screen capture applications – Adobe Captivate and TechSmith Camtasia (Tutorial Track)
- Create interactive tutorials and presentations using screen capture software (Tutorial Track)
- Reflect on and interview a teacher/developer who has successfully applied and utilized advanced multimedia and web development/authoring tools

Prerequisite Skills

- Familiarity with the basic features of Microsoft Office (Word and PowerPoint), Fireworks
- Experience creating and acquiring digital images and documents from digital cameras (including cell phones) and scanners.

Instructional Methods and Course Organization

A variety of instructional methodologies are used in this course. During the semester, you will be required to develop multimedia projects and materials, which may include but are not limited to:

- **Blackboard learning environment** – Blackboard at [my.ltu.edu](http://my.ltu.edu) contains the syllabus, all assignments, reading materials, streaming videos, narrated PowerPoint mini-lectures, podcasts, written lecture notes, links to Web resources, video tutorials and discussion forums. You will submit all assignments via Blackboard, and are expected to participate regularly in discussion topics. Please take time to familiarize yourself with the organization of the Blackboard site. You will want to check the site frequently for announcements reminding you of new resources and upcoming assignments.

- **Development activities** – Although this is an online course, students will spend the majority of the course time working on development projects using provided step-by-step handouts, sample files and video tutorials.

- **Student/Instructor Conversations** – Students keep in touch with the instructor via e-mail messages, telephone conference calls, and online conversations.

- **Self-assessments** – Pre- and post- self-assessment tools will help students measure their entering skills and progress during the course.

- **Required readings** – Textbook chapters should be read according to the schedule outlined in the syllabus. Chapters will be discussed online.

- **Publisher Web Site** – A publisher web site at [http://www.course.com/catalog/product.cfm?isbn=978-1-4188-3953-6](http://www.course.com/catalog/product.cfm?isbn=978-1-4188-3953-6) includes instructional materials, PowerPoint slides, application exercises,
development files and practice quizzes. You should make use of as many of these resources as you need to be successful.

- **Course Companion Web Site** – A development web site at [http://www.ltumet.com/6233](http://www.ltumet.com/6233) includes downloadable support materials and project samples from previous semesters. This site will also be used to host some of the project created for this course.

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**Class Policies and Expectations**

I plan to offer you a valuable learning experience, and expect us to work together to achieve this goal. Here are some general expectations regarding this course:

- Each student has a LTU e-mail account. If you wish to use a different e-mail address for this course, please change your e-mail address in Blackboard under “Student Tools” and send an e-mail to me so I can store your address in my e-mail directory.
- Readings, discussion forum participation, and written assignments must be completed according to the class schedule. If business travel will take you away from regular participation, please clear these dates with me in advance.
- It is essential that all students actively contribute to the course objectives through their experiences and working knowledge of education and multimedia.
- All assignments must be submitted on schedule, via Blackboard. If you need to submit an assignment via e-mail, contact the instructor in advance. Late work will be reduced in value.
- Assignments must be completed to an adequate standard to obtain a passing grade. Requirements for each assignment are detailed in this syllabus and on the LTU Online web site.
- Be prepared to log into Blackboard at least once each day. Please focus your on-line correspondence within the appropriate Blackboard discussion forums so that your colleagues can learn from you.
- At the end of the course, you will be invited to participate in a University evaluation of this course. Your feedback is important to the University, to LTU Online, and to me as an instructor, and I encourage you to participate in the evaluation process.

It is important for you as students to know what to expect from me as your instructor:

- I will be available to you via e-mail and phone, and will promptly reply to your messages.
- I will be available to you for face-to-face and online appointments as requested.
- I will maintain the Blackboard web site with current materials, and will resolve any content-related problems promptly as they are reported to me.
- I will send out a weekly e-mail update to all class members to guide upcoming work and remind you of assignment due dates.
- I will return all assignments to you promptly, and will include individualized comments and suggestions with each assignment.
- I will hold our personal written or verbal communications in confidence. I will not post any of your assignments for viewing by the class without requesting your approval in advance.
- I will treat all members of the class fairly, and will do my best to accommodate individual learning styles and special needs.

If any of these points need clarification, or when special circumstances arise that require my assistance, please contact me so that we can discuss the matter personally.
Course Schedule – The FLASH Track

This fully online course begins with an online course orientation period to familiarize yourself with the online learning environment and to meet online or via phone with your instructor. Each week starts on a Monday and ends on a Sunday.

<table>
<thead>
<tr>
<th>Dates</th>
<th>Modules</th>
<th>Topics / Readings</th>
<th>Assignments Due</th>
</tr>
</thead>
<tbody>
<tr>
<td>Prior to Start of Semester</td>
<td>Module 0</td>
<td>Overview of textbook and handouts&lt;br&gt;Online Learning Orientation</td>
<td>Course orientation&lt;br&gt;Instructor conversation&lt;br&gt;Individual Pre-Assessment</td>
</tr>
<tr>
<td>Week of May 12 – May 17</td>
<td>Module 1</td>
<td><strong>Introduction to Multimedia</strong>&lt;br&gt;- Multimedia Design Review&lt;br&gt;- Evaluating e-Learning Projects&lt;br&gt;- Web 2.0&lt;br&gt;Chapters 1,2 &amp; 3 – Multimedia Introduction, Planning Sites (Storyboards, Flowcharts) and User Interface Design</td>
<td>Bb Forums</td>
</tr>
<tr>
<td>Week of May 18 – May 24</td>
<td>Module 2</td>
<td><strong>Introduction to Adobe Flash/Working with Flash Screens</strong>&lt;br&gt;- Flash Workspace&lt;br&gt;- Flash Tools&lt;br&gt;- Reviewing Flash Activities&lt;br&gt;- Creating a new file with the Slide Presentation template&lt;br&gt;- Adding bitmap and vector graphics&lt;br&gt;- Library objects (symbols)&lt;br&gt;- Common library objects&lt;br&gt;Chapter 7 – Multimedia Element - Animation</td>
<td>Bb Forums&lt;br&gt;Homework Project #1&lt;br&gt;Site Analysis/Site Design (Paper) due</td>
</tr>
<tr>
<td>Week of May 25 – May 31</td>
<td>Module 3</td>
<td><strong>Creating Basic Learning Interactions</strong>&lt;br&gt;- Creating multiple choice questions&lt;br&gt;- Creating fill in the blank questions&lt;br&gt;- Adding hyperlinks</td>
<td>Bb Forums&lt;br&gt;Project #1, Flash Screens Part 1 due&lt;br&gt;Reflective Journal #1 due</td>
</tr>
<tr>
<td>Week of June 1 – June 7</td>
<td>Module 4</td>
<td><strong>Animations, Buttons and Sounds</strong>&lt;br&gt;- Instance names&lt;br&gt;- Animating symbols (tweening)&lt;br&gt;- Creating movie clip symbols&lt;br&gt;- Creating button symbols&lt;br&gt;- ActionScript Button sounds&lt;br&gt;- Background sounds&lt;br&gt;- Activating sounds with ActionScript&lt;br&gt;- Chapter 8 – Multimedia Element - Audio</td>
<td>Bb Forums&lt;br&gt;Reflective Journal #1 due&lt;br&gt;Homework Project #2, Flash Quiz due</td>
</tr>
<tr>
<td>Week of June 8 – June 14</td>
<td>Module 5</td>
<td><strong>Capturing and Editing Video</strong>&lt;br&gt;- Windows Movie Maker&lt;br&gt;- YouTube and Vimeo&lt;br&gt;- Flash Video Import Wizard&lt;br&gt;- Creating FLV files&lt;br&gt;Chapter 9 – Multimedia Element - Video</td>
<td>Bb Forums&lt;br&gt;Project #1, Flash Screens Part 2 due</td>
</tr>
<tr>
<td>Dates</td>
<td>Modules</td>
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<td>Assignments Due</td>
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</tbody>
</table>
| Week of June 15 – June 21 | Module 6 | **Creating Advanced Learning Interactions/Designing Interactive Courseware**  
- Advanced drag and drop interactions  
- Controlling sounds and videos with ActionScript  
- Creating a design document  
- Storyboards and Wireframes | Reflective Journal #2 due  
Project #2 (Video - Windows Movie Maker) due  
Project #1, Flash Screens Part 3 due |
| Week of June 29 – July 5 | Module 8 | **Interactive Courseware Development**  
- Planning your project  
- Rapid Prototyping | Bb Forums  
Project #3 Design Document (paper) due |
| Week of July 6 23 – July 12 | Module 9 | **Individual Project Development**  
- Developing Flash projects  
- Packaging and Uploading | Bb Forums  
Project #3 Development Review |
| Week of July 13 – July 14 | Module 10 | **Individual Project Development**  
- Final Review and Testing | Bb Forums |
| July 14          | Final Assignments Due | **Course Summary**  
End of Course | Reflective Journal #3 due  
Project #3 (Flash) due |
Student Evaluation

The course has assignments and projects totaling 1000 points (left column). Letter grades are awarded based on the total number of points achieved (right column). Points are deducted for late assignments.

<table>
<thead>
<tr>
<th>Assignments</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Project #1 Flash Screens Development (Flash)</td>
<td>250</td>
</tr>
<tr>
<td>Project #2 Instructional Video (Windows Movie Maker)</td>
<td>150</td>
</tr>
<tr>
<td>Project #3 Interactive Courseware Design and Development (Flash)</td>
<td>300</td>
</tr>
<tr>
<td>Homework Projects (3)</td>
<td>200</td>
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<tr>
<td>- Site Analysis</td>
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<tr>
<td>- Flash Quiz</td>
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<tr>
<td>Active Class Participation</td>
<td>100</td>
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<tr>
<td>Total Points</td>
<td>1000</td>
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</table>

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<tr>
<th>Class Points</th>
<th>Letter Grade</th>
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<tbody>
<tr>
<td>93 and above</td>
<td>A</td>
</tr>
<tr>
<td>90 – 92.9</td>
<td>A-</td>
</tr>
<tr>
<td>87 – 89.9</td>
<td>B+</td>
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<tr>
<td>77 – 79.9</td>
<td>C+</td>
</tr>
<tr>
<td>73 – 76.9</td>
<td>C</td>
</tr>
<tr>
<td>Less than 73</td>
<td>C-</td>
</tr>
</tbody>
</table>

Note: Grades lower than “B” fall below the LTU graduate standard.
# Course Schedule – The TUTORIAL Track

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<td>Module 1</td>
<td><strong>Introduction to Multimedia</strong>&lt;br&gt;- Multimedia Design Review&lt;br&gt;- Evaluating e-Learning Projects&lt;br&gt;- Web 2.0&lt;br&gt;Chapters 1,2 &amp; 3 – Multimedia Introduction, Planning Sites (Storyboards, Flowcharts) and User Interface Design</td>
<td>Bb Forums Homework Project #1 Site Analysis/Site Design (Paper) due Reflective Journal #1 due</td>
</tr>
<tr>
<td>Week of May 18 – May 24</td>
<td>Module 2</td>
<td><strong>Capturing and Editing Video</strong>&lt;br&gt;- Windows Movie Maker&lt;br&gt;Chapter 9 – Multimedia Element - Video</td>
<td>Bb Forums Homework Project #1 Site Analysis/Site Design (Paper) due Reflective Journal #1 due</td>
</tr>
<tr>
<td>Week of May 25 – May 31</td>
<td>Module 2</td>
<td><strong>Publishing Video for the Web</strong>&lt;br&gt;- YouTube and Vimeo&lt;br&gt;- Sharing Video</td>
<td>Bb Forums Project #1 (Windows Movie Maker) due</td>
</tr>
<tr>
<td>Week of June 1 – June 7</td>
<td>Module 3</td>
<td><strong>Designing Interactive Courseware/Introduction to Adobe Captivate</strong>&lt;br&gt;- Creating a design document&lt;br&gt;- Storyboards and Wireframes&lt;br&gt;- Webcasting</td>
<td>Reflective Journal #2 due</td>
</tr>
<tr>
<td>Week of June 8 – June 14</td>
<td>Module 4</td>
<td><strong>Creating a Webcast with Adobe Captivate</strong>&lt;br&gt;- Optimizing PowerPoint for Web delivery&lt;br&gt;- Narration&lt;br&gt;- Captivate publish settings</td>
<td>Bb Forums Homework Project #2 Captivate Screencast due</td>
</tr>
<tr>
<td>Week of June 15 – June 21</td>
<td>Module 5</td>
<td><strong>Individual Project Development</strong>&lt;br&gt;- Final Review and Testing&lt;br&gt;- Uploading</td>
<td>Bb Forums Project #2 Captivate Project due</td>
</tr>
<tr>
<td>Week of June 29 – July 5</td>
<td>Module 5</td>
<td><strong>Creating a Software Tutorial with TechSmith Camtasia</strong>&lt;br&gt;- Designing tutorials and simulations&lt;br&gt;- Publish settings</td>
<td>Bb Forums</td>
</tr>
<tr>
<td>Week of July 6 23 – July 12</td>
<td>Module 6</td>
<td><strong>Camtasia Project Development</strong>&lt;br&gt;- Packaging and Uploading&lt;br&gt;- Evaluation and Testing</td>
<td>Bb Forums</td>
</tr>
<tr>
<td>Dates</td>
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<tr>
<td>Week of July 13 – July 14</td>
<td>Camtasia Project Development</td>
<td>- Final Review and Testing</td>
<td>Bb Forums</td>
</tr>
<tr>
<td>July 14</td>
<td>Final Assignments Due</td>
<td><strong>Course Summary</strong></td>
<td>Reflective Journal #3 due</td>
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<td></td>
<td></td>
<td>End of Course</td>
<td>Project #3 Camtasia Tutorial due</td>
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</table>
### Student Evaluation

The course has assignments and projects totaling 900 points (left column). Letter grades are awarded based on the total number of points achieved (right column). Points are deducted for late assignments.

<table>
<thead>
<tr>
<th>Assignments</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Project #1 Instructional Video (Windows Movie Maker)</td>
<td>150</td>
</tr>
<tr>
<td>Project #2 Adobe Captivate Interactive Activity Development</td>
<td>150</td>
</tr>
<tr>
<td>Project #3 TechSmith Camtasia Software Tutorial Development</td>
<td>250</td>
</tr>
<tr>
<td>Homework Projects (2)</td>
<td>250</td>
</tr>
<tr>
<td>- Site Analysis</td>
<td></td>
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<tr>
<td>- Captivate Screencast</td>
<td></td>
</tr>
<tr>
<td>Active Class Participation</td>
<td>100</td>
</tr>
<tr>
<td><strong>Total Points</strong></td>
<td><strong>900</strong></td>
</tr>
</tbody>
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Practical Guidelines for Class Load Expectations

A three-credit graduate course generally requires at least nine hours per week of time commitment. Here are some practical guidelines to help schedule your time commitments for this online course:

1. A 10-week semester would require at least 120 hours of time commitment to successfully complete all readings, activities, assignments, and texts as described in this syllabus.
2. You should reserve at least 3 hours per week to read the required textbook chapters and resources, participate in online discussions, and review presentation materials.
3. You should reserve at least 9 hours per week to conduct online research and development to support the completion of projects and assignments. The amount of time spent will roughly correspond with the point value of each major assignment.

These guidelines may not reflect the actual amount of outside time that you – as a unique individual with your own learning style – will need to complete the course requirements. The number of hours each week will vary based on assignment due dates, so please plan ahead to insure that you schedule your academic, work, and personal time effectively. The following graphic can be used to guide you in planning your weekly course work to remain on schedule:

![On-Line Learning Schedule](image-url)
Assignment Details

Course assignments and evaluation criteria are detailed below. Please review these requirements carefully. See the section Academic Resources / Assessment Guidelines for information about assessment of written and oral presentations.

Details for all assignments are shown below. Many assignments are submitted using the Blackboard “Assignments” function. Some assignments are also posted to the Blackboard Discussion Forum for student comments. Assignments requested as ZIP files will need to be submitted to the Blackboard “Digital Drop Box.” Most of the Flash assignments will be uploaded to the class Web site for grading.

The FLASH Track

Project #1: Flash Screens Development (250 Points)
Overview – Over the course of the semester, you will be creating a tutorial project that incorporates a variety of Flash components. Using a Flash Screens template, you will add text, graphics, learning interactions, custom animations, sound, and video to create an interactive Flash tutorial.

Deliverables and Evaluation – This assignment will be uploaded and delivered as a Web-based project.
• Flash Screens, Part 1 (Graphics and Learning Interactions)
• Flash Screens, Part 2 (Sounds and Custom Animations)
• Flash Screens, Part 3 (Flash Video and Advanced Learning Interactions)

Project #2: Instructional Video (Windows Movie Maker) (150 Points)
Overview – Capture, edit and produce a 2-3 minute movie to teach students a skill. The movie should be produced with web delivery in mind. Web videos are typically short and are presented in smaller, lower resolution windows, so subjects and items must be filmed in a way that makes them easy to see and read.

Deliverables and Evaluation – 2-3 minute video, uploaded to a video hosting site (YouTube or Vimeo).
The video must include the following:
• Title Slide (Include the project title and your name)
• Introduction (explain the video and the expected outcome)
• Demonstration (show the process and the skills you are teaching)
• Credits (Include when and where the video was produced and the names of “actors”. Also include any references or resources)
• Two or more scenes edited together

Project #3a: Interactive Courseware Design Document (100 Points)
Overview – Design an interactive courseware module that will be developed using Flash. The purpose of the module is to teach a skill to students using a self-paced multimedia activity. The module will incorporate multimedia content (text, graphics, audio and video) and interactive activities, including an assessment.

During this design phase, you will conduct an informal needs analysis to determine your design specifications. Your design document will provide a detailed description of the audience, goals and learning objectives of the course. The document will also describe the organizational structure, content and activities that you will develop.

Deliverables and Evaluation:
The design document should follow APA style guidelines and include the following components:
I. Title Page

II. Audience (Who is the course being developed for?)

III. Goals and Purpose (Why are you developing your course? What will the course achieve?)

IV. Learning Objectives (What will your learners be able to do after completing the course? How will they meet the goal?)

V. Design Considerations (What colors do you plan to use? What is your theme or metaphor?)

VI. Delivery Requirements (What are the technical requirements?)

VII. Content Outline (What topics will be covered? How will the topics be organized? What is the structure of your course?)

VIII. Wireframe (How will the screens in your course be organized and linked?)

IX. Storyboards and Content for Each Screen (What are the screen titles? What is the screen layout? What content/links/interactions will you include on each screen? What audio will be included? How will you evaluate whether the objectives are being met?)

Project #3b: Interactive Courseware Development (200 Points)

Overview – Using the design document, develop an instructional module using Flash. The module must include text, audio, video within a creative and engaging educational activity. The activity must also include an assessment to evaluate the effectiveness of the activity.

Deliverables and Evaluation:
You will use the information and content from the Design Document to develop the interactive learning module
• How well does the module meet your objectives?
• How well does your module function? (Button functionality, interaction functionality, appropriate feedback)
• How easy is your module for your learners to use? (Instructions, labels, titles, navigation)
• How creative is your module? (graphics, sounds, video, animations, text styles, screen layout)

Homework Projects (200 points)
Homework projects are shorter assignments (typically 1 week) used to introduce or practice a concept prior to the individual project.
• 100 points – Site Analysis/Site Design Paper
• 100 points – Interactive Flash Quiz

Active Class Participation (100 points)
Each student is expected to actively participate in online activities. **Class participation is evaluated to a maximum of 100 points** based on:
• Up to 30 points – Completing reflective journal papers
• Up to 70 points – Actively participating in Blackboard discussion forums, responding to questions posted by the instructor, locating Web resources and interacting positively with other students
The TUTORIAL Track

**Project #1: Instructional Video (Windows Movie Maker) (150 Points)**

*Overview* – Capture, edit and produce a 2-3 minute movie to teach students a skill. The movie should be produced with web delivery in mind. Web videos are typically short and are presented in smaller, lower resolution windows, so subjects and items must be filmed in a way that makes them easy to see and read.

*Deliverables and Evaluation* – 2-3 minute video, uploaded to a video hosting site (YouTube or Vimeo). The video must include the following:

- Title Slide (Include the project title and your name)
- Introduction (explain the video and the expected outcome)
- Demonstration (show the process and the skills you are teaching)
- Credits (Include when and where the video was produced and the names of “actors”. Also include any references or resources)
- Two or more scenes edited together

**Project #2: Captivate Interactive Activity Development (150 Points)**

*Overview* – Develop an interactive learning activity using Adobe Captivate. The activity will incorporate multimedia content and interactive activities.

*Deliverables and Evaluation:*
This assignment will be uploaded and delivered as a Web-based project.

**Project #3: Camtasia Software Simulation Development (250 Points)**

*Overview* – Develop a software simulation using TechSmith Camtasia. The purpose of the simulation is to teach your students how to use a software application using a narrated multimedia simulation. The simulation will incorporate multimedia content and interactive activities.

*Deliverables and Evaluation* – This assignment will be uploaded and delivered as a Web-based project.

**Homework Projects (250 points)**
Homework projects are shorter assignments (typically 1 week) used to introduce or practice a concept prior to the individual project.

- 100 points – Site Analysis/Site Design Paper
- 150 points – Captivate Screencast

**Active Class Participation (100 points)**
Each student is expected to actively participate in online activities. Class participation is evaluated to a maximum of 100 points based on:

- Up to 30 points – Completing reflective journal papers
- Up to 70 points – Actively participating in Blackboard discussion forums, responding to questions posted by the instructor, locating Web resources and interacting positively with other students
Syllabus Addenda

Please see the LTU Online “Current Students” web site http://www.ltu.edu/ltuonline/currentonline.asp for comprehensive information about Lawrence Tech’s academic services, library services, student services, and academic integrity standards. The contents of this Web site are explicitly included as syllabus requirements.

The LTU Online “Current Students” web site also includes grading rubrics used by your instructor to evaluate written assignments, discussion forum participation, and assignments. Please note that the SafeAssignment anti-plagiarism product will be used for written assignments submitted for this course. Please see the instructions included on the LTU Online web site regarding the use of the SafeAssignment product.